

91.420/91.543 Artificial Intelligence
Spring 2002
Prof. Yanco

Project 2

Out: Thursday, 2 May 2002

Due: Friday, 10 May 2002 by 5pm

Due to many problems with the Gamebots installation, we will not be writing code for agents to play each other.

For the second project, select from one of the options below. You may use any programming language.

Option 1 – Decision Trees: Implement the decision tree learning algorithm shown in Figure 18.7 on p. 537. Test your code on the examples given in Problem 19.4 on p. 597.

Option 2 – Perceptrons: Write a program to encode the slight variant of the perceptron learning rule shown on p. 576 near the bottom. You will need to read Section 19.3 carefully for this project. Test your code on the examples given in Problem 19.4 on p. 597.

Option 3 – Reinforcement Learning: Problem 20.2 on p. 623.